Bratz Tokyo A Go Go Virtual Buddiez ™

Panda(289616), Puppy(289630) and Monkey(289647)

289593

Ages 6+

INTRODUCTION

This toy is a fresh, fun and exciting addition to the Bratz Tokyo a Go-Go line. With this high-tech toy, players can raise, nurture and love their own unique digital buddy based on the hip, new robotic companions from the Bratz Tokyo a Go-Go line. These cyber buddiez have been programmed to have a passion for fashion! Like the Bratz dolls these electronic critters love clothes, having fun and making friends. Through cutting edge technology these loveable buddiez can communicate, befriend and play games with one another.

QUICK START

Your Virtual Buddiez come with 3 x AG13 button cell batteries, you can simply remove the pull tab to start the game.

For battery replacement, please follow the steps below.
(Fresh, alkaline batteries are expected for the best performance.)

- Unscrew the battery cover with a Phillips Head screwdriver.
- Insert 3 x AG13 (1.5V) button cell batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated inside the battery cover. (see Fig. A)
- Replace the cover and tighten the screw securely.
- Press the RESET button once with the tip of a pen.
- The game will start automatically after the RESET button is pressed.
- The buttons from left to right are: LEFT, CANCEL, ENTER and RIGHT.
- Use these four buttons to enter the required information before the actual game starts. (Please refer to Fig. A & B for button position reference.)
  (Please refer to 'BUTTON FUNCTIONS' for general button control information.)
- Your buddy will appear on the display right after all the required information is entered.

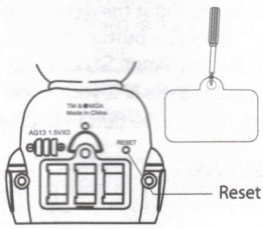

Fig. A

SAFETY BATTERY PRECAUTIONS:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent type as recommended are to used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of the batteries in fire; batteries may leak or explode.
- Batteries should be removed and replaced by an adult.
- Use alkaline batteries for better performance.
- Rechargeable batteries are only to be charged under adult supervision.

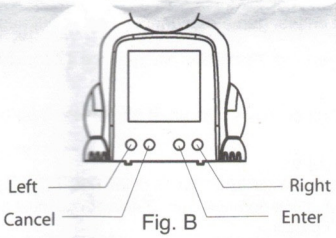

Fig. B

BUTTON FUNCTIONS:

Please refer to Fig. A & B for button assignment.

- LEFT and RIGHT buttons:
  These buttons are used to scroll through different selections during the operation.
  For example, when the product is reset, you will be asked to enter the date and clock information. Using the LEFT and RIGHT buttons, you can scroll through MON to SUN for day, 1 to 12 for month, 1 to 31 for date and so on for clock input. The two buttons are also used to scroll through different modes of operation during the game. Please refer to the 'HOW TO PLAY' section for detail on different modes of operation and the corresponding icons.
- ENTER button:
  This button is to confirm selection. When there is a required icon (mode of selection) shown on the LCD display, pressing the ENTER button will enter the corresponding mode of selection. You will hear a 'beep' sound in normal mode (no special icon on display).
- CANCEL button:
  Function 1: Allows you to go to the Birthday section from the Name section during data entry after the product is reset.
  Function 2: Displays the Date and Clock information in normal mode (no special icon or function on display).
  Function 3: Goes back to the last level of selection (display).

HOW TO PLAY

The game will start automatically when the pull tab is removed.
You will need to enter the Date and Clock information after the beep.

Entering the Date information-

Use the Left or Right button to scroll through MON to SUN. Press Enter to enter your selection.
Use the two buttons to scroll through 1 to 12 to select the Month. Press Enter to enter your selection.
Use the two buttons to scroll through 1 to 31 to select the Date. Press Enter to enter your selection.

Entering the Clock information-

Use the Left or Right buttons to scroll through 00am to 11am and 12pm to 11pm for the Hour input. Press Enter to enter your selection.
Use the two buttons to scroll through 00 to 59 for the Minute input. Press Enter to enter your selection.

Entering the Name and Birthday information-

Use the Left or Right button to scroll through A to Z, 0 to 9 and the following special characters, & , - , : , ' , " , / , . , = , ! , % , + , ? , (,) , [,] , # , ^ and space(' '). Press Enter to enter each digit. You can enter up to 5 digits in this name field. Press the Cancel button to go to the Birthday entry if you enter less than 5 digits. Similar to entering the Month and Day, use the Left and Right buttons to select the correct numbers and press Enter to enter your birthday. Your buddy will give you a gift on your birthday at about 9am.
(There are two modes of operation: Normal Mode and Game Mode)

NORMAL MODE:

Your buddy will appear on the display after you complete the above data entry process. This is the normal mode. Your buddy will need immediate attention at the beginning because it is hungry and needs special care from you. Your buddy needs a lot of TLC after it arrives. You need to feed it and pet it to make it happy. Please check through different operations in the Game Mode before you start playing. Please remember that your buddy will run away if it is neglected for a certain time. Press the Cancel button once to show the Date and Clock information in Normal mode. Press it again or leave it for a while, it will go back to the buddy's screen. (In Normal Mode the Enter button has no function except to make a beep sound. Pressing the Left or Right button will bring you to the Game Mode.)

GAME MODE:

Game Mode will begin if the Left or the Right button is pressed in Normal Mode (You can press the Cancel button or leave it for a while if you want to go back to the Normal Mode). Different icons will be shown on the display one by one (representing different modes of operation) when any of the two buttons are pressed.
You can select the mode of operation by pressing the Enter button when the corresponding icon is shown on the display. Please go through the table on different modes of operation before you start the game.

Reference information before you start:

1. You will be given $500 at the beginning of the game. An addition of $100 will be given for each new day.
2. Your buddy will take a short nap from about 1:30pm to 2pm everyday.
3. Your buddy will feel sleepy from 7pm to 9pm. You should ask your buddy to sleep in this period. It will go to sleep by itself at 9pm if it is not asked to sleep before 9pm.
4. Your buddy will wake up at about 8am everyday.
5. The order of petting, , with the inventory accessories is Cloths, Hat, Ball and Dance (Music) if all the items are available from the inventory.
6. The IR component (inside the transparent red piece on the top of the head) is used in the communication operation, . The two buddiez in communication must have their IR facing each other within 5 feet to secure the communication. To ensure successful communication, you must hold the buddiez in position for the IR transmission for a certain period of time. You will see the corresponding animation appear on your display when the communication is completed.
7. Your buddy will appear on your friend's LCD display in communication.
8. In , there are 6 different messages that you can choose to send. The messages include: 'KISSES', 'YOU'RE THE BEST', 'HAVE A NICE DAY', 'FRIENDS 4 EVER', 'HUGS' and '*****'.
9. The gifts that can be sent in includes a Balloon, Flowers and a Picture.

(Icons appearing in the Operation column indicate examples for different buddiez characters)

Icon (1st level)	Icon (2nd level)	Operation
STATUS	LBS	Shows happiness and weight status.
	$$	Shows hunger and money status.
		Normal meal. This will affect the happiness, hunger, weight and dirtiness status. Each meal costs $5.
		Snack. This will affect the happiness, hunger, weight, spoil and anger status. Each snack costs $3.
	---	Use this as disciplinary action when the buddy is ignoring you --->
	SIMON SAYS	Use the Left and Right buttons to follow the steps shown by the arrows on the screen. Each step is shown after a beep sound. You can win 20 points ($20) for each 10 points ($10) bet.
	Slot	Use the Left, Right & Enter buttons to stop the 3 running slots one by one. You can win 30 points ($30) for each 15 points ($15) bet.
		Play RPS with the computer. You can win 15 points ($15) for each 5 points ($5) bet. (Left=Rock, Enter=Paper and Right=Scissors)
	---	Give your buddy a bath when it gets dirty --->
	---	Use accessories in the inventory with your buddiez. Choose from a hat, cloths, ball or (dance). Or simply give it a hug.
	---	Take your buddy to see the doctor when it appears sick --->
	---	Put your buddy to sleep when it's sleepy --->
SHOP		Buy a meal or snack here. $5 $3
		Buy a ball or disc (music) here. $5 $15
		Buy cloths or a hat here. $15 $20
		Buy flowers, paintings or balloons. $10 $10 $3
	---	Check to see how much cash is on hand in the inventory.
		To meet friends, both players must be at the same display. The player who presses the Enter button first is the sender.
		To send messages, both players must be in the same display. The player who presses the Enter button first is the sender. She can choose from 6 different messages.
		To send a gift, both players must be in the same display. The player who presses the Enter button first is the sender. The player can choose the gift from the inventory.

Hints to play the game:

1. When your buddy arrives it will need a lot of attention. Do not leave it alone in this period. It will become more adjusted from the second day onwards.
2. There are one Meal and one Snack prepared in the inventory when game starts. You can feed your buddy with this food already in the inventory.
3. The inventory can only store one piece each of the items you buy from the Shop. You need to finish the existing stock before you buy a new one for any specific items.
4. Your buddy will become sleepy from 7pm to 9pm. You should let it sleep (by using the sleeping command) as soon as possible. Feed your buddy before bedtime, your buddy does not like being fed after 7pm.
5. When playing the communication function, the two buddiez should be held in position for a period of time until there are responses in either of the two LCD screens.
6. When your buddy keeps turning its head, it's unhappy and that is most likely due to lack of care. You should try the cleaning function, the petting function or use the doctor function to make your buddy happy again.
7. In addition to the $500 provided at the beginning and the $100 for each new day (from the second day), the only possibility to get more points($) is from the three games: Simon says, Slot machine and RPS.
8. Do not activate the communication operation if there is no actual communication required. This will waste your battery power. The game will not function if it runs out of battery.
9. If you want to input the date and time information again, you have to press the Reset button. Please note the game will reset if the Reset button is pushed.
10. When playing Simon Says, sometimes a good way to remember the directions is to write them down.
11. When playing the RPS, you should wait until the animation appear on the screen after selecting the RPS game. You can then press the button to confirm your selection between Rock, Paper and Scissors.

SOUND EFFECTS:

You will hear beep sounds when pressing any of the control buttons (except the Reset button). You can switch the sound OFF by pressing the Left and Right buttons once at the same time. Do it again and the sound will be back on.

CARING FOR YOUR DEVICE:

- If the device begins to produce a dim display or malfunction, press the RESET button with the tip of a pen to reset and restart the game.
- If the game continues to malfunction, replace the batteries. The game may re-start after replacing batteries.
- In most cases, game malfunctions occur because of weak batteries.

Please keep this Instruction Sheet since it contains important information.

Caution:
This product contains glass that may cause injuries if broken. Not suitable for children under 3 years due to small parts.

FCC Statement:
This device complies with Part 15 of the FCC Rule. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient of relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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